

DIVINE Divinity™

CREATE YOUR OWN DESTINY



Manual



If you need
help,
see the last page
and view the readme!

About Photosensitive Seizures

READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE ANY VIDEO GAME

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room, and not playing when you are drowsy or fatigued. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



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Getting Started

SYSTEM REQUIREMENTS:

Minimum system requirements: Pentium II 450 Mhz, 128 MB Ram, DirectX compatible video card, 4x speed CD-ROM drive, DirectX compatible sound card, mouse and 2.5 GB free disc space. Monitor and video card must support a minimum resolution of 640x480.

You must be running Windows 98, Windows 2000 with Service Pack 2, Windows XP or Windows ME in order to play *Divine Divinity*.

INSTALLATION:

Place the first *Divine Divinity* disc in your CD-ROM drive. If your computer has Autorun capability, the *Divine Divinity* installer menu will automatically appear on your screen. If your computer's Autorun function is disabled, you will have to run the SETUP.EXE file manually from the root directory of the first game CD. Then follow the installer instructions. You can launch the game by clicking on the *Divine Divinity* icon on your desktop or by choosing the corresponding entry in the Start - Programs - *Divine Divinity* menu.

CONFIGURATION:

When you run *Divine Divinity* for the first time, the game's configuration tool will pop up. This configuration tool tries to detect the videocard on your system. We strongly recommend you do not change the settings suggested by the configuration tool. Run the test by clicking on the test button. Only if you have problems running the game should you try changing some of the settings (see Troubleshooting). After the test has completed, click on the 'apply&close' button that has now become available. The configuration tool will close, and the game will start up.

The configuration tool allows you to specify which graphic method *Divine Divinity* will use to display the contents of the gameworld. The preferred method is Direct3D mode but you can also select Software mode, DirectDraw mode or for 3DFX cards, Glide mode. In addition to choosing the graphic method, you can also choose in which resolution you want to play the game. As a rule of thumb, the higher the resolution you select, the more powerful your system needs to be. So, if the game runs too slow, you might want to try running it at a lower resolution.

After you changed a setting in the configuration tool, you need to test it. To do so, click on the test button. Your display will switch to the requested mode, and test if the mode is compatible with your graphics card/driver. If the test is successful, you will be able to click on the apply and close button, which will store your settings on your hard drive. When next you run *Divine Divinity*, your new settings will be used.

In addition to allowing you to select graphic method and resolution, the configuration tool also allows you to select whether you want to use the alpha bit blitting method and whether you want smoothness to be activated or not. You should only touch these checkboxes in case you have problems or if the game runs too slow (see Troubleshooting).

TROUBLESHOOTING:

Problem: Black squares appear around the imagery in the game

Cause: Your videocard does not support colorkeying

Solution: Turn on the alpha bit in the configuration tool

Problem: I get all kinds of graphical artifacts

Cause: Fog is not being supported by your driver/colorkeying is failing

Solution: Turn on the alpha bit in the configuration tool. Also, switch off fog in the video options within the game

Problem: My mouse cursor becomes very slow when parts of the interface pop up in the game

Cause: Colorkeying is slow on your video drivers

Solution: Turn on the alpha bit in the configuration tool

Problem: The game runs very slow on my system

Cause: There can be multiple reasons

Solution: Doing one/all of the following things should help you speed up the game to a playable level

- 1) Switch off fog
- 2) Turn on the alpha bit in the configuration tool
- 3) Set resolution to 640x480 in the configuration tool
- 4) In the configuration tool, turn the option smoothness off
- 5) Set quality to low or very low
- 6) Make sure you have enough virtual memory available on your system
- 7) If your card is a voodoo card, try using glide instead of direct3D

Problem: None of the above solutions solve my graphic problems

Cause: It could be that your videocard is not compatible with *Divine Divinity*.

Solution: Select either directdraw or software in the configuration tool (whichever runs faster)

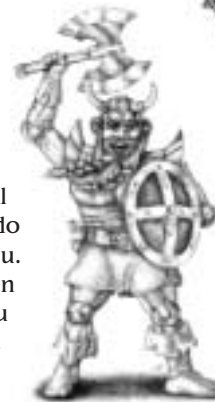
PLEASE VIEW THE *DIVINE DIVINITY* README FOR FURTHER INFORMATION ABOUT THE OPTIONS.



FOREWORD

Dear player,

First of all, in name of the whole team, I want to thank you for buying this game. As forewords go, this is probably not the most original thing to say, but nonetheless, we do want to make a point of thanking you. By buying this game, especially in these times of wanton piracy, you are rewarding us for all the time and effort we've put into creating *Divine Divinity*, and that deserves some words of gratitude. I hope that when you finish the game, you'll feel that it was well worth your investment.



When we set out to create *Divine Divinity*, we had one clear design goal: To create a game that is instantly accessible for the majority of gamers by providing simple and fun gameplay. At the same time, we wanted to maintain an enormous amount of depth for those among you who prefer to stand still for a while and reflect on what's going on. Or, put more simply: We wanted to blend the best of both hardcore and simple action role-playing games.

We applied that idea to almost every single part of the game. The amount of development problems this caused was tremendous, and at points we felt that it was all one big mistake, and that we were never going to make it. Our idea was that to bring

you this blend, *Divine Divinity* should appear at first glance to be a simple hack and slash action role-playing game. Then, as you progress through the game, you should gradually discover more and more things that you can do, picking up those actions you enjoy, while disregarding those you don't like. The main rule here was, "We don't force the player to do anything. We just give him the option." When we first thought of doing the game this way, we thought players would think this was cool. What we didn't expect was that to pull this off we'd have to implement such a staggering amount of features.

As I am writing this foreword, we're still heavily testing the game, but from observing the testers I think we have succeeded in our objective. Most of them come in thinking they're going to be playing a pure hack and slash game, and in the first hours of playing they indeed behave like they are playing a hack and slash game. Then they start discovering things, and I see them disperse into very different playing styles, which is exactly what we wanted.

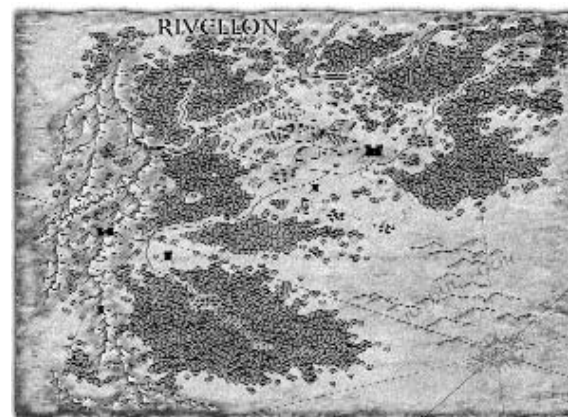
I hope that when you start playing yourself, you will discover a vast world full of wonders, containing much more than you ever expected when you picked up this box. If at some point you find yourself wondering, "What am I playing now? An action adventure or a role playing game?" know that it is, in actuality, what you decided to play.

There are an infinite number of ways of playing *Divine Divinity*, and you just picked up the one that suited you best. And that I think is cool.

Good luck while playing, and don't let the young duke dissuade you.

Best regards,

Swen Vincke
Larian Studios



The background story


You can read the background story of Divine Divinity by clicking on the corresponding pdf file in the Divine Divinity folder in the start menu. Acrobat Reader is required. In case you do not have Acrobat Reader already installed on your system you can find a version of it on **"Installation-CD 1"**, folder **"ADOBE"**, file **"ar505enu.exe"** To install just double-click on the file and a wizard will guide you through the installation process.



Controlling the Game

Main Menu



 The main menu offers the main options for the game. The option 'Resume' is grayed out the first time you start the game. While playing the game you can come back to the main menu at any time by pressing the Escape key. If you were playing the game, the option 'Resume' will be available, and by clicking on it you can return to the game.

By clicking on 'New' you start a new game. Clicking 'New' will bring you to the character selection screen (See the next section).

Clicking on 'Load' allows you to load a saved game. When clicking on 'Load' a window will pop up listing your saved games. To load a game and discard the current game, select the game and then click the button at the far right lower corner of the window. To cancel, click on the big X button at the bottom of the window. Saved games in *Divine Divinity* tend to take up a lot of space on your hard drive. You can delete the saved game by first selecting it (left-click on the name of the saved game), and then clicking on the small tray in the left lower corner of the 'Load Game' window.

Clicking on 'Save' allows you to save the current game. If no game has started yet, the 'Save' option will be grayed out. When you click on 'Save' a window similar to the 'Load Game' window will pop up. To save a game, click in the horizontal bar at the bottom of the window, type in a name for the saved game, and click on the large



button at the right lower corner of the 'Save Game' window. If you want to overwrite a previously saved game, select that saved game and then click on the large button at the right lower corner of the 'Save Game' window.

If you are running out of space on your hard drive, you can also first delete an older saved game by selecting it, and then click on the small tray in the left lower corner of the save game window.

Clicking on 'Options' brings you to the *Divine Divinity* options menu. Please refer to the readme.txt file which is included on the installation CD, and which is copied during installation to the folder where you installed *Divine Divinity*.

Clicking on 'Credits' will show you a list of people who contributed to the creation of *Divine Divinity*.

Clicking on 'Quit' brings you back to Windows.



Character creation and description



efore you begin to play *Divine Divinity* you must choose a character. There are three professions to select from, as well as the choice of playing a male or female character. Clicking on New from the main menu option will transport you to the selection screen. To pick a character to play, click on the character of your choice using the left mouse button. As you do so, the character steps forward and you can view the information on him or her in the information window below.

In the center of the information window is the portrait of the character. To choose another portrait, click the icons to the left and right of the portrait window. To name your character, click in the text box below and type your chosen name. To the far left of the portrait is the character description and



at the far right are his or her statistics. To the right of the statistics are two icons. These show the starting skills that your chosen character class begins the game with. Place the mouse pointer over the icons and wait. A tool tip will inform you what the skills are.

Vitality - This is the amount of health you begin with. Should your vitality drop to zero, you will die.

Mana - Mana is the innate energy that powers magic and allows the casting of spells. A lot of spells have a mana cost associated with it, and each time you cast them, your mana reserve will decrease a little bit. When it reaches zero you will not be able to cast any more spells until you recharge with either sleep or a potion.

Strength - Strong characters can use heavier weapons and armor, do more damage when fighting and generally carry more objects in their inventory.

Agility - Agile characters have greater attack accuracy and defense during combat and use weapons and armor requiring high levels of agility.

Intelligence - Intelligence affects how much magical energy you have. As such, this is an important attribute for mages.

Constitution - This determines how generally tough you are. It also affects how much vitality and stamina you begin with.



Survivor



Some call them thieves and cutthroats but the fairness of it is that Survivors have more morals than many a wealthy merchant or those in political office. They endure life by relying on their quick wits and equally quick reflexes. If these abilities work favorably towards relieving the greedy of their heavy purses to help keep them fed, then so be it. Survivors tend to view themselves as victims of a corrupt society where the rich get richer and the poor simply starve. A representative of the Merchant's Guild once asked a well-known cut-purse, caught operating in Verdists, whether he felt any guilt at stealing the hard-earned money from honest merchants. "I will let you know when I find one to steal from," came the contemptuous reply.



Traits



Although Survivors are adept at stealth and would prefer to remain hidden from an opponent in order to achieve their goals, they are still competent fighters. They favor light and fast weapons such as bows, spears and daggers. Many even develop the ability to hide in shadows, set devious traps and develop a proficiency in the art of poisoning.



Statistics



Male



Female

Warrior

Cold, sharp steel and hardened armor are the warriors' closest companions in their fight to meet evil head on and defeat it with glory. The clashing of steel and the clamor of battle is music to their ears. Through rigorous training with some of the heaviest weapons available, warriors develop high strength and vitality, allowing them to wield brutal weapons and don the heaviest armor in battle. Warriors can be found in abundance throughout the land of Rivellon, particularly during these dark times. When they are not in the midst of battle, you will likely find them at the nearest tavern speaking of great deeds past and present, or frequenting the local weapon shops.



Traits

Strength and honor are the marks of a warrior. They place great importance on physical power. They are easily angered but also quick to call anyone who shows valor in the face of adversity a friend. Some of the most powerful warriors in Rivellon possess not only great strength, but can also develop skills to cast powerful enchantments on weapons to boost their effectiveness in combat.



Statistics



Male



Female

Wizard



any townsfolk finding themselves on the same roadside as an approaching mage are likely to hasten to the other side. "Arrogant", "Self-serving" and "Too powerful for their own good," are just some of the comments made (behind their backs) about these enigmatic figures. Yet look back through history to the many wars and epic battles between good and evil, and you shall find their kind playing pivotal roles in keeping the forces of hell at bay. "If it was not for the powers of magic during the last great war, the League of the Seven Races would have surely been destroyed by Lord Chaos and one of his Damned would be walking these streets instead of me," commented one irritated mage. Giving their will over completely to the study of complex magic grants the mages almost unrivalled intellect and great reserves of inner magical power. They largely shun armor and weapons in favor of battle magic to defeat their enemy.



Traits



ages may be relatively weak in physical strength, but they command powerful forces by will of their intellect. A searing fireball spell will kill an opponent as surely as a blade to the neck. The more powerful mages can even gain mastery of the elements and summon creatures to aid them in battle.



Statistics



Male



Female

Controlling your character

Main Game Screen



The screen is split into two main areas. The upper part is your view on the world and at the bottom are the command icons. These icons provide access to all the game functions at the click of a button. You can also use keyboard shortcuts (see keyboard shortcut reference on page 65).

With many of the icons, if you click on them, a pop-up window will be displayed at a default position. You can adjust the position of nearly all these windows by dragging them to any position that you prefer. To close any open window during play, you can click again on the icon that opened the window, press the keyboard shortcut key for the window, click on the window using the right mouse button or on the X button with the left mouse button.

- | | |
|-------------------|---------------------|
| 1. Cursor | 10. Open Statistics |
| 2. Toggle automap | 11. Main menu |
| 3. Diary | 12. Experience |
| 4. Pause | 13. Stamina |
| 5. Browse weapons | 14. Combat mode |
| 6. Browse skills | 15. Show equipment |
| 7. Browse potions | 16. Open Inventory |
| 8. Health | 17. Mana |
| 9. Skills | |

-> see right hand picture!



Walking and Running

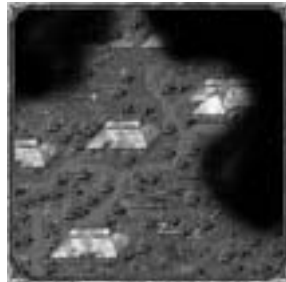


Controlling your character's movement is achieved using the mouse. You can either click on a specific spot on the ground for your character to walk to and, if he can get there, he will find his own route. If you wish more control over the path your character takes, keep the left mouse button held down while moving the mouse cursor over the terrain - your character continuously moves towards the cursor position. Keeping the cursor close to your character results in a walk. If you wish to run (to escape from opponents for instance), simply move the cursor further away. While running, your character's stamina (see the Game Interface screen) will begin to deplete. When stamina reaches zero, your character will slow to walking speed and you must wait until he regains some of his stamina before he can run again. You regain stamina the fastest while standing still. You may also make your character toggle between running and walking by pressing the appropriate keyboard-shortcut ('R' by default)

The Mini-Map



As you wander the world of Rivellon the mini-map will update to show where you have visited. To reveal the map press M or click on the automap icon. The dark areas are regions you have yet to explore and as you move around, the terrain is revealed in real-time. You can position the map window anywhere on the screen by dragging it with the mouse. To hide the map window, simply press the icon or keyboard-shortcut again, or click on the map with the right mouse button. You will also see colored icons on the map. These represent the following:



- Blue cross** — Your current position
- Green cross** — Friendly NPCs or creatures
- Red cross** — Hostile NPCs or creatures



NPCs, or non-player-characters, are characters and creatures controlled by the computer. Only NPCs within sight are actually shown on the map.

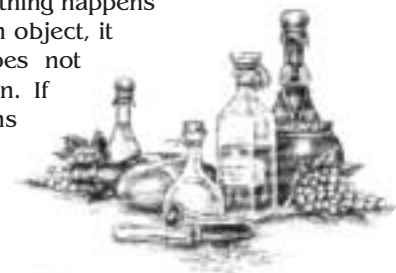
Object Interaction



Many are the objects you will find on your travels, and you can interact with nearly all of them. You can pick them up, move them around the area you are in, throw them, use them and use one object with another. If you see something on the screen that catches your eye, simply move the mouse pointer over it. If you can interact with it, the object will glow and you will generally get a description of what it is. If the object glows red, it is too far away for you to use. If it glows white, it's within range.

Picking up an object — To pick up an object you simply move the mouse pointer to it and, keeping the left mouse button pressed, drag it to the command icons at the bottom of the screen, or to the inventory window (if you have it open at the time).

Using objects — Some objects have a default action and clicking on them once with the left mouse button will trigger the action. For instance, clicking on a wall lamp will turn it on or off. Clicking on a book on a table results in your character reading it. If nothing happens when you click on an object, it simply means it does not have a default action. If the object happens to be a weapon, potion or armor, clicking on it will immediately place



it in your inventory. Armor and weapons are also immediately equipped if you do not already have any on your person.

Using objects together — You can use some objects on each other. For instance you can use an empty mug on a barrel of beer to fill the mug. To do this you simply pick up the mug and drag it over the barrel and drop the mug onto the barrel. The mug will then be placed on the ground full of beer, ready for you to pick up. When you move the mug over the barrel, notice that the barrel is glowing white. This indicates that the object you are holding can be used with the object you are holding it over. If a red X appears on the object you are holding, it means those objects cannot be used together.

Moving objects — You can move an object close to you by picking it up (moving the mouse cursor over it, left-clicking and holding) and dragging it. Release the left mouse button to drop. If the object cannot be moved or dropped at a specific spot, a red X symbol will appear on the object. Also note that some objects can break when moving or throwing them.

Containers — Other objects include containers such as chests, cupboards and barrels. When you move the mouse over such objects, you will get a pop-up description that will also show you whether it contains something or not. Simply click on the container to open it and see what's inside.



Inventory Management



In your journey you will pick up a lot of objects, both magical and mundane. They are all placed in your inventory pack. Clicking the Open Inventory icon or pressing its keyboard-shortcut key opens your inventory, showing everything you are currently carrying. The buttons across the top of the window (from left to right) are Armor, Weapons, Spells and Scrolls, Herbs and Potions and Misc. The buttons help you sort your acquired objects into categories so you can be better organized.



Equipment Window



his window shows the items your character is wearing on his or her person. From here you can add and remove pieces of armor to protect your character in combat and also see and change the weapons and shields that your character is using. You can drag and drop any appropriate items onto your character, and if he or she has the skills required to use that item, it will be equipped. You can also equip your character with belts, gloves, rings and amulets (preferably magical of course) on this screen.



Interacting with People (NPCs)



It's important to remember that every character in *Divine Divinity* has his own attitude towards you. If you move your mouse pointer over the character you will see his name, health and their current attitude level in blue text. Attitude affects a number of things one of the most notable is the benefit when trading. If someone doesn't like you then when you trade with them you will find their prices high. Additionally, if someone doesn't like you it's perfectly possible they won't even want to talk with you. In that case you

might want to try giving them gifts. Another thing affected by attitude is how the different NPCs react when you do something mean to them. If they like you a lot, you might get away with it. So, being nice pays. Attitudes range from Hostile (the worst) to Admiring (the best). Actions such as stealing from or attacking someone obviously make them less than pleased with you. You also have a choice of polite or rude responses when speaking with characters.

In short, you can be anything from a devil to a saint... the choice is yours.

Starting a conversation

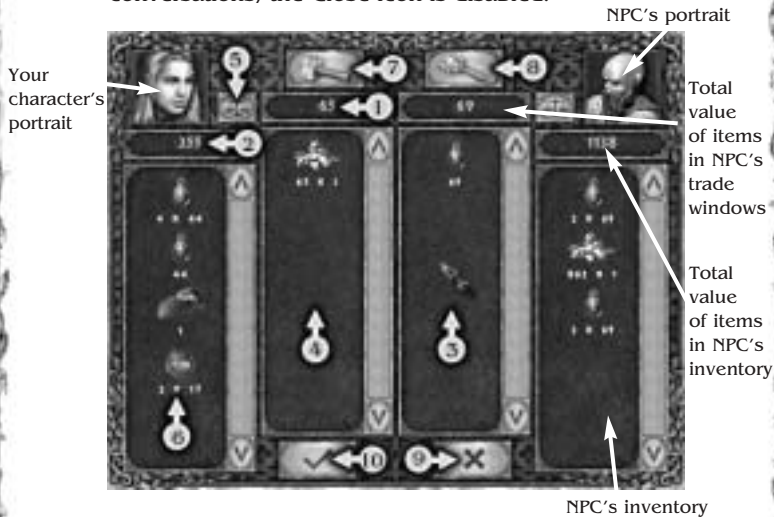


Some conversations start automatically, depending on the situation and the point at which you are in the story. To begin a conversation manually, simply move the mouse pointer over a character and click the left mouse button. This will bring up the dialog window. The main text window is where all the conversation takes place. Yellow text is



what the character you are speaking with is saying to you and the numbered white text below shows your choice of questions and replies.

To the left of the text display are the dialog icons. At the top is the portrait of the person you are currently speaking with and below this are the Trade, History and Close icons. Clicking on History allows you to look back at what has been said so far. Simply use the scrollbar or arrows to scroll through the text. If you wish to end the conversation immediately, simply click the Close icon. Note that ending conversations this way may be considered rude by some NPCs and their attitude towards you may suffer. Also, during important conversations, the Close icon is disabled.



1. Total value of items in your trade window
2. Total value of items in your inventory
3. NPC's trade window
4. Your trade window
5. Balance with gold
6. Inventory list
7. Repair mode
8. Identify mode
9. Cancel trade
10. Accept trade

Trading

T*n Divine Divinity* you can trade with many characters to earn money, buy various items or to repair and identify objects. To begin trading, you need to start a conversation with someone, and then you need to click on the Trade icon. This brings up a separate trading window. On the left is your portrait and all the items you currently have in your inventory. To trade an item, click on it to transfer it to the trade window. Underneath each item the price is displayed, and if applicable, the amount of instances of that item that you possess. If the price of an item is marked yellow, it means you are currently wearing the item. The value of the item or items you have placed in the trade window appears at the top of your trade window. Once you've placed all you wish to trade in the trade window, press one of the Scales icons in order to even out the value difference with money. To complete the trade, click on the Check mark icon to accept the transaction. Not all characters are willing to trade with you. Some have nothing to trade, some important people think trading is beneath them and others, such as creatures, simply don't like you. In such cases, the trade icon will be grayed out and will do nothing when clicked on. Also, if you annoy someone with whom you have traded in the past, they will not want to trade with you anymore. In this case, the trade icon is available, but clicking on it reveals that the NPC's trade inventory is empty. You can give away items as gifts by simply putting the objects into your trade window and clicking on the Check mark icon to initiate the trade. Giving gifts to characters is one way to change the way they feel about you. So if you need to get into the good books of a character that you have annoyed, give them gifts and their attitude will gradually change.

Identify objects — If an object you have picked up is marked as not identified, you can discover its secrets by paying a character to identify it for you. Click on the identify icon to toggle between trade and identify mode and simply click on the item you want identified. Only items that have a price marked in blue when in identify mode need to be identified.

Repair objects — Many items become damaged and unusable over time as they are used. If the durability rating of an object reaches zero you will need to get it repaired before you can use it again. Click on the repair icon and click on the object you wish the character to repair. Only items that have a price marked in red when in repair mode need to be repaired.

Diary



The Diary keeps track of lots of important information gained during your explorations. Information on quests, conversations, areas visited and much more can be found here. If you ever find yourself confused as to where to go or what to do next, a quick visit to the diary will put you back on track.

Quests — As you speak to people you will often be asked to perform certain tasks for them - the Quest page keeps track of such tasks. Every quest has a date, title and description to help you remember each task. Two buttons appear when you are in quest mode of the journal. From left to

right, the first button is used to toggle the display of completed quest. The second button jumps to the most recently changed quest. This button is handy when you are notified during gameplay that something has changed in your quest log. You get notified of a change by means of the diary button in the main interface bar turning red.

Automap — This is a larger and more detailed map of the entire world showing areas you have visited. Darker areas are places you have yet to explore. To scroll around the map, simply click and hold the left mouse button with the pointer on the map and drag in any direction. Alternatively you can use the arrow keys to scroll around. You can also zoom in and out to see more or less detail. Click on the magnifying glass with the plus sign to zoom in and the on the icon with the minus sign to zoom out. You can also place note flags on the map to mark areas you deem important. Your note flags are blue and those set by NPC's are red (NPC's often will place flags on the map to mark areas they are talking about). Click on the Place Note icon to pick up a note flag and then click on the area of the map you wish to mark. You can then type in a description for the note and confirm with the return key. Once placed on a map, you can move the mouse pointer over a note flag to see this text description. To remove a note from the map, click on the "Remove Note" icon and then on the note flag you wish to remove.

Trophies — Rivellon is a dangerous place and you can be assured of plenty of battles during your travels. As you defeat various creatures and opponents, they are recorded here. Click on this icon to see a list and description of your fallen enemies.

Conversations — Every conversation you have in the game is recorded here. The list shows the name, date and time of each conversation you have had. To see more detail on each of these conversations, click on the name you are interested in and that entry will be expanded to show the exact conversation that took place.

Personal traits — When you start the game you are relatively weak. As you explore, battle creatures and gain victories you will become stronger. Click on this icon for a description of your abilities, strengths and weaknesses. Every hero has to start somewhere so don't be too upset if the information listed here is less than flattering.



Combat



To enter the combat mode, click on the combat icon or press the appropriate keyboard-shortcut. If you have any weapon selected, that weapon is drawn and you are ready to fight. Once you have declared that you will attack them, they will turn

hostile and you will be able to cast or use offensive skills on them. To attack an opponent, left-click on him. Your character will advance and begin attacking your target automatically until they are dead. If you prefer to fight using magic, you can cast spells on your opponent by right-clicking on them. This will cast the currently selected spell. Should you find your health, mana or stamina becoming dangerously low during a fight, you can select a potion to drink to restore your levels. Be sure to keep your eye on your health and mana bars at the bottom of the main game screen during combat. It's also wise to exit combat mode when talking with friendly characters so you don't annoy or frighten them.

IMPORTANT NOTE: Because of the sheer amount of things you can do in the world of Divine Divinity, it is sometimes hard to target a specific object or monster, especially when there are plenty of them on your screen. To facilitate targeting during combat, hold down the CTRL key. This key automatically selects the enemy that is the closest to your mouse cursor. You will find that combat is a lot easier if you use the CTRL key.

It is impossible to target friendly characters with offensive skills. If you wish to engage them in combat, you must first declare your intention of fighting them by left clicking on them while in combat mode. Once you have declared that you will attack them, they will turn hostile and you will be able to cast use offensive skills on them.



Browse weapons —

Left-click on the browse weapons button to display a list of weapons you have in your inventory. To select a weapon to equip for use in combat, left-click on it.



If a weapon is grayed out, this means you do not have the required skill level to use that weapon. Go to the inventory list and move the mouse pointer over the weapon to see what skills are required to use it.

Browse skills — To select a spell or skill to use during the game, click on this icon to display a list of skills you currently know. You can now left-click on one of them to select it for use. To use a skill or spell, right-click. It's possible that you have to target a friend, an enemy or an object before using the skill actually does something. This depends on the type of skill you selected. Some skills are considered passive: once they are learned they are always in use. You don't need to click on them to use them.



Additionally, every character type has one unique skill that cannot be learned by the other types. This skill is the "special move".

Survivor's special move: sneaking

Stealth is vital for every survivor. Hence, they learned how to move unnoticed. The survivor's special move makes him crouch down, rendering him hard to see for all creatures. Be careful however - the survivor can't sneak if he's running out of breath. To start sneaking, right-click when the special move is selected as the active skill. To stop sneaking, right-click again. If you run out of breath you will automatically stop sneaking.

Warrior's special move: swirl attack

For a warrior, battle is the highest good. This sometimes puts him in awkward situations, where he is surrounded by hordes of enemies. The warrior schools have developed a special technique they teach to each of their disciples: the swirl attack. Using this technique, the warrior makes a quick and vicious 360° turn, using his weapon to strike all opponents surrounding him. The swirl attack requires quite some power from the warrior, so he quickly runs out of breath if he repeats the attack too much. To use the swirl attack, right-click when the special move is selected. The swirl attack is not possible with spears, bows or when fighting barehanded.

Wizard's special move: swap location

Wizards, terrible at sneaking and not so good in close combat, use their wits and cunning to make the best out of every fight situation. Using their special move, they can swap places with any creature they see. This trick saved many a wizard's life, turning a no-win situation into one where he can flee or attack the enemy leader standing behind his troops. To use the teleport swap, target a creature and right-click on it. You will then swap places with it.

When you start a new game, right-clicking activates your special move. You can reassign any skill you have learned to your right mouse button. To do so, click on the browse skills button, and then select the skill you want to assign, e.g. the fireball spell. From now on, every time you right-click on an opponent during combat, you'll launch a fireball at your victim. To assign your special move to your right mouse button again, go back to Skills, and click the special move icon. Note that some skills can be used on objects. Other skills are passive in that you don't actually use them; they are simply active after having been learned.

Teleporter stones

While playing the game, you will have the opportunity to collect two pyramid shaped teleporter stones. The two stones form a pair. Whenever you drop one of the stones on a particular location, you can use the other one to instantaneously jump back to the first one. This, for instance, allows you to drop one stone in front of your favorite trading post, while carrying the other one along on your adventures.

Note that you can only teleport to the other stone if it lies on the ground, not if you put it in a container, or have both stones in your backpack.

If one or both stones are in your backpack, three icons facilitate and speed up their use, allowing you to use them in battle situations. These icons will appear at the right of the screen when you click on the browse skills icon. If you drop both stones on the ground, you have to click on them to use them, like any other object. The icons are:



Drop pyramid — drop one teleporter stone in your backpack on the ground.



Use pyramid — use the stone in your backpack. This teleports you to the other stone, while carrying the one in your backpack along.



Drop and use pyramid: — drops the stone in your backpack on the ground, then immediately lets you use it.

Take your time to experiment with the teleport stones when you acquire them. You will find that they can make the life of your hero a lot simpler. One particularly nice trick is to keep one stone near a bed. Clicking on a bed in a safe environment allows your hero to regain vitality, stamina and mana. When facing hordes of monsters, it's always nice to jump out of the action, regenerate yourself and then jump back into the action. Take into account that some time needs to pass between two sequential uses of a bed.

Browse potions — Potions help keep you alive during combat. If your health, mana or stamina levels become dangerously low during combat, a quick drink will mean the difference between victory and death. Click on browse potions to show a list to choose from, and then click on a potion to use with the left mouse button. A number at the top left of the icons shows how many of that particular potion you have in your inventory.

Assigning hotkeys

During a fight, it can be a little awkward to have to select a skill, a potion or a weapon to use. Thankfully, you can assign hot keys to specific items so that you can select them at the press of a button. While browsing weapons, skills or potions, you can assign one of the function keys (F1-F12) to that item. For instance, to assign the F1 key to the health potion, simply click on browse potions, move the mouse pointer over the health potion icon and press the F1 key. You will see F1 appear on the potion icon. The same goes for weapons and spells. Although many of you will play the game in real-time, you should also be aware that you can pause the game at any time (by pressing the spacebar) while still being able to select weapons, potions and spells. You can even target opponents on which to cast spells. However, if you right-click to cast the spell the game will be unpaused. Using the pause feature of *Divine Divinity* can mean the difference between life and death for your hero.



Character Development



One of the most important things to do in *Divine Divinity* is to develop your character and make him or her more powerful as they gain experience. You will encounter many powerful opponents during your travels and if you are to succeed in defeating them you must ensure that your character grows and becomes stronger.

Character statistics — You can see the status of your character at any time by pressing the Statistics icon. This brings up a window showing you important information about your character and how strong he or she is, as well as other useful information as described below:



Offense — A measure of how good you are at attacking.

Defense — A measure of how good you are at defending yourself.

Damage — This shows the amount of damage you are capable of doing given the current weapon you have equipped.

Armor — This is a measure of how well-armored you are. It is not an exact value because the armor values of different items do not add up. Rather, when you are struck by a foe, the game calculates where you are

struck (for instance in the chest) and then takes the armor rating of the item that was protecting that part of your body.

Resistances — The higher your resistances, the less damage you receive from lightning, poison, etc.

Reputation — This shows your current reputation level.

Weight — This displays how much you are currently carrying and how much you are capable of carrying. When the text is yellow, you are burdened and won't be able to run.

Gold — The amount of gold you have acquired during your travels.

Character leveling — As you solve quests and defeat your opponents you will receive experience points. When you reach a certain amount of points, your character will go up a level and you will get five points to spend on your character. You will receive an audible notification of this in addition to the statistics icon changing to a red up arrow. Open the statistics window and you will see plus and minus arrows next to your attributes, allowing you to choose which of your character's attributes you want to increase. You do not have to spend all five points awarded to you when you go up a level; you can leave them stored for later use. Look at the statistics window to see how many experience points your character currently has, and how many points are required to attain the next level.

Move your mouse cursor over any of these stats to obtain information in the form of a tooltip describing what the effect is of a particular stat.

Learning Skills



As well as improving your character's attributes to make him or her stronger, you also need to learn new skills and spells to help you defend yourself and attack with power. Each of the character types has a skill set that is geared to the three professions. These skill sets are known as Ways. There is the Way of the Warrior, The Way of the Survivor and the Way of the Wizard. Whatever your chosen profession, you begin the game with two level 1 skills from your profession's skill set. To learn additional skills, simply click on the Skills icon to bring up the skill list window. The center of this window shows which skills set you are viewing. To show the other Ways, simply click on the left and right bracket icons.



The skill window shows only those skills that you can choose to learn at your current level. As you gain levels, more skills become available for you to select. You can quickly view all the skills, including



those you can't learn yet, by clicking on the book icon to the left of the skill set name. As you move the mouse pointer over each of the skills listed, a description window becomes available showing you detailed information on that particular skill.

To learn a skill, you first need to obtain skill points. You get skill points when your character levels up or when you successfully complete a quest. Sometimes you get one skill point, and if you're lucky, you might get two skill points. Each skill costs one skill point, so a skill point is a very precious thing. If you have a skill point to spend, click on the icon of the skill you want to learn and you will see the skill appear in the box directly below the skill set name box.

The numbers below the box show how many skill points you currently have. If you want to learn another skill, just select another skill icon. If you decide to save up your skill points, and not learn a skill at this time, click on the box containing the currently selected skill. If you decide to learn the skill, click on the OK button in the center of the lower part of the skill plate. The OK button will automatically change into an X if you haven't selected a skill, and clicking on the X will close the

skill plate. Although each profession has its own skill set, you can choose to learn a skill from another profession. For example, a warrior may find the survivor's skill 'Hide in Shadows' rather handy.

Character Skills

Way of the Survivor

Path of the Thief



Assassin's Kiss (Passive) — Greatly increases the damage done when using the backstabbing ability of a weapon. Only works for items with the backstabbing ability such as daggers.



Lock pick — Locked doors are no longer an obstacle for those with this useful ability. To be able to use the lock pick skill you need to have lock picks in your inventory. To obtain lock picks you will have to explore the world, or trade with merchants. If you have a lock pick in your inventory, make the lock pick skill your active skill, and then right-click. Your mouse cursor will change into a rotating key. Now select the door or container you wish to lock pick, and if your lock pick skills are good enough, the door or container will be opened when you left-click on it. Each lock pick attempt will remove a lock pick from your inventory. To cancel the lock picking, right-click.



Pickpocket — Increases your abilities to relieve others of their wealth or possessions. To steal from a character, make the pickpocket skill your active skill, and right-click. Your mouse cursor will change into a waving hand. Left-click on the character who you want to steal from. If your attempt is successful an inventory window will pop up, just as it would for containers. You can now attempt to steal something from him. Be warned - a character's reactions to stealing can be fierce!



Evade Trap (Passive) — Helps you avoid devious traps laid by the hand of your enemies. If you learn the evade trap skill, you will be able to detect and disarm traps. Traps can be detected by moving your mouse cursor slowly over the area you suspect to be trapped. If you successfully detect a trap, the area which is trapped will glow red. Click on the red area to disarm the trap.



Deadly Gift — Create a dangerous trap for your enemies to blunder into. This powerful skill allows you to create your own traps. There are three types of traps available in *Divine Divinity*: Spider mines, Trail bombs and Death Scorpions. To be able to use any of these traps, you first need to find or buy the corresponding objects in the game.



Elven Stamina (Passive) — Grants you almost Elven-like abilities, e.g. to run for longer periods.



Embrace Shadows — Allows you to become almost invisible in poorly-lit areas. This is a skill especially favored amongst members of the Thieves Guild. Be aware that this skill will fail in the presence of light. To use, make the skill your active skill, and right-click.



Poison Weapon — Create even more pain for your opponents by applying poison to your weapons. To poison your weapon, you first need to have poison in your inventory. There are different types of poison in *Divine Divinity*, and if you have more than one poisonous potion, you will need to select which poison you want to apply to your weapon. To apply poison to your weapon, select the poison weapon skill as your active skill, select the poison you wish to use, if applicable,

and then right-click again to poison your weapon. Each time you hit an enemy with a poisoned weapon, it will lose some of the poison until eventually there is no poison left. To apply more poison to the weapon, simply right-click again. You will be able to do this for as long as you have poison in your inventory.



Path of Lore



Identify (Passive) — Much used by the merchants, this skill grants you the ability to accurately evaluate the properties of items both magical and mundane. Identification happens automatically the moment you want to inspect an item if your skill level is high enough to identify the type of weapon.



Alchemy (Passive) — Grants you the skill of Alchemy, allowing you to successfully combine potions and herbs. As you progress through the game, you will discover more and more ways of combining items with each other. Some items can be combined without knowing the alchemy skills, others require that you have learnt the alchemy skill to a certain degree. To combine items with each other, simply drag one item over the other.

For instance, a small empty flask can be dragged over small red herbs to create a healing potion.



Know Creature (Passive) — Know thine enemy. This skill grants you insight into the strengths and weaknesses of your opponent. While initially this skill might not look so appealing, it is definitely worth investing in, as it might give you the key insight into how to kill an enemy who seems to be resistant to whatever you do.



True Sight (Passive) — Lift the veil of illusions from your eyes and see the world as it truly is. Sometimes enemies make themselves invisible, only to appear again when they attack you. This gives you a definite tactical disadvantage. Armed with true sight, you will be able to spot them while they think they can't be spotted, and turn a losing situation into a winning one.



Blind — Bring darkness to the eyes of your enemies to reduce their effectiveness in combat. To use, make the skill your active skill, and right-click on your enemy.



Skin of Poison — A trick often used by assassins. Coats your body in a poisonous salve bringing damage to any that strike you. Attackers using melee weapons suffer poison damage. To apply poison to your skin, you need to have poison in your inventory.

If you have more than one type of poison in your inventory, you will need to select which poison you want to apply to your skin. Once you've done that, you can keep on applying poison to yourself for as long as you have poison of the type you selected by clicking your right mouse button.



Curse — Curse your enemies and let them suffer your wrath. To use, make the skill your active skill, and right-click on your enemy.



NecroShift — Allows you to possess the body of a slain enemy for a short period of time. To use the skill, make it your active skill and right-click on a dead body. You will take control of the enemy's body, picking up all of his abilities. Your own body becomes soulless and will become inert. To leave the enemy's body, right-click on your own body.

Path of the Talents



Trader's Tongue (Passive) — Through quick wit and slick talking you are able to persuade merchants to offer you better prices.



Ranger Sight (Passive) — Grants you the keen eyes of a ranger to help you see your enemies from afar.



Wisdom (Passive) — Through mental training and keen insight you are able to learn much more from your experiences.



Charm — Turn the heart of your enemy and make him your friend and comrade in battle. To use, make the skill your active skill, and right-click on your enemy.



Magic Barrier (Passive) — Increase your protection from the battle magic of your enemies.



Aura of Command — Control the will of summoned creatures to do your bidding. Only works on creatures summoned by you. To use, make the skill your active skill, and right-click on the summoned creature you want to follow you. If you are already followed by the maximum amount of creatures allowed, one of your creatures will stop following you.



Heaven's Gift — A gift from the heavens will help you on your quest by creating a low quality item next to you.





Survivors Instinct (Passive) — Grants you the ability to automatically regenerate your vitality.

Way of the Warrior

Path of the Specialist



Sword Expertise (Passive) — The knowledge of swordmasters becomes available to you and increases your sword handling.



Mace Expertise (Passive) — Call on the knowledge of the masters of the mace to improve your fighting skills and the damage done when wielding the mace in battle.



Axe Expertise (Passive) — Improve your skills with the axe and vastly improve the damage inflicted when wielding the axe in battle.



Hammer Expertise (Passive) — Wield the hammer with deadly proficiency and speed.



Spear Expertise (Passive) — Spear attacks become faster and deadlier and your spear throwing accuracy is improved. You can also throw your spear with this skill.



Bow Expertise (Passive) — Tap into the Elven skill with the bow and enhance your archery abilities.



Crossbow Expertise (Passive) — Increase the speed and power of your attacks when using the crossbow.



Shield Expertise (Passive) — Become one with your shield and use it not only to defend against attacks, but also as a deadly weapon.

Path of the Ranger



Elven Sight (Passive) — You can see further and thus target and attack your enemies from afar.



True Shot (Passive) — Magically enhance your accuracy with missile weapons and watch your enemies fall.



Splitting Arrows — These special arrows split in mid air, creating havoc and death among your enemies. To use, make the skill your active skill, and right-click on your enemy. Only works if you have a bow equipped.



Poisoned Arrows — First used by assassins so that if their arrows did not immediately kill their mark, the poison did. To use, make the skill your active skill, and right-click on your enemy. Only works if you have a bow equipped.



Spiritual Arrows — When they strike, these magical arrows damage your opponents spiritual energy. To use, make the skill your active skill, and right-click on your enemy. Only works if you have a bow equipped.



Elemental Arrows — Arrows imbued with the power of the elements cause devastating damage when they strike. To use, make the skill your active skill, and right-click on your enemy. Only works if you have a bow equipped.



Evade Arrows (Passive) — You are able to see incoming missiles and block or dodge them with relative ease.



Explosive Arrows — These arrows are tipped with explosive energy and cause great damage upon impact. To use, make the skill your active skill, and right-click on your enemy. Only works if you have a bow equipped.

Path of Warrior's Lore



Augment Damage (Passive) — Through magical methods you gain the insight and knowledge of master warriors and do more damage to your opponents.



Repair — Allows you to repair your weapons and armor. To repair an item, make the skill your active skill, and right-click. Your mouse cursor is going to change into a small anvil and hammer. Now left-click on the item you want to repair. Right-clicking again will cancel the repair.



Stun (Passive) — This magical attack crushes the wind from the lungs of your enemy, temporarily preventing them from attacking you.



Augment Defense (Passive) — Your knowledge of self-defense is enhanced, thereby reducing the damage sustained from your enemies.



Poison Damage (Passive) — This skill causes some of your attacks to inflict additional poison damage.



Fire Damage (Passive) — Adds the searing damage of fire to some of your attacks.



Lightning Damage (Passive) — The powerful force of the storms is added to some of your attacks.



Repel Damage (Passive) — Some of the force behind your opponent's attack is sent back to him.

Path of the Warrior Gods



Enchant Weapon (Passive) — Allows the caster to magically charm his weapons to enhance their damage and efficiency. Only weapons which have a certain charm quality can be charmed. The charm quality of a weapon together with your level in this skill determines how many charms you can apply to a weapon. To enchant a weapon, you will also need to find or buy charms. Charms are little stones with specific runes on them which you'll find scattered over the world. To apply a charm to a weapon, open the equipment plate and left-click on the weapon. A charm plate will pop up with a number of slots. Drag the charm into one of the free slots and the charm will be permanently attached to the weapon.



Feign Death — Allows the caster to take on the visage of death to fool his enemies. To use, make the skill your active skill, and right-click.



Boomerang — Any weapon you throw is returned to your hand. The weapon automatically comes back to the warrior after it hit the target. This skill does not work for bows or two handed weapons. To use, make the skill your active skill, and right-click on your enemy.



Shadow Warrior — Create a shimmering shadow warrior to strike at your opponent. To use, make the skill your active skill, and right-click on your enemy.



Spiritual Damage (Passive) — The warrior's melee weapons are infused with the ability to inflict spiritual damage.



Reflect Missiles (Passive) — Any missiles fired at you are reflected back to your opponent.



Death Strike (Passive) — Draw on your total might and mental concentration to deliver a killing blow to your enemy.



Flash Attack — Teleports the warrior immediately near the target. To use, make the skill your active skill, and right-click on your enemy.

Way of the Wizard

Powers of Matter



Hell Spikes — Call on the netherworld to shoot spikes under the feet of your opponents. To use, make the skill your active skill, and right-click anywhere in the world.



Energy Cage — Encircles your hapless victim with an impenetrable magic barrier. To use, make the skill your active skill, and right-click on your enemy.



Limbs of Lead — Once cast upon your opponents their limbs become like lead and they are slowed to a crawl. To use, make the skill your active skill, and right-click on your enemy.



Telekinesis — Discover the power to manipulate and use objects at a distance. To use, make the skill your active skill, and right-click. Little stars will start bursting forth from your mouse cursor. You can now use objects which you would normally not be able to reach by left-clicking on them. To cancel telekinesis, right-click.



Deathly Discs — Three vicious discs bristling with knives spiral outwards from the caster striking all within range. To use, make the skill your active skill, and right-click.



Polymorph — Transform your opponent into a harmless creature ready for the slaying. To use, make the skill your active skill, and right-click on your enemy.



Skeletal Wall — The caster calls upon the dead to summon forth hardened skeletal fighters to defend them in battle. To use, make the skill your active skill, and right-click anywhere in the world.



Seeking Flame — Send forth a snaking stream of flame to explode upon contact with your enemy. To use, make the skill your active skill, and right-click anywhere in the world.

Powers of Body and Spirit



Wizard's Sight — Use the power of magic to cast your view into areas your feet have yet to tread. To use, make the skill your active skill, and right-click. Your mouse cursor will change into "select target" mode. Hold down the shift key and scroll to the spot you want to cast wizard's sight on. Now left-click and the shroud that covers the area will vanish temporarily. If you left-click on a house that is covered by a roof, you will be able to see the inside too.



Bless — Call upon the gods to grant you a blessing of the body. To use, make the skill your active skill, and right-click.



Restoration — Send your magical energy coursing through your veins to restore your health after battle. To use, make the skill your active skill, and right-click. Note that you can use this skill on creatures that are friendly to you by right-clicking on them.



Withering Curse — Cast this on your opponents and watch as their innate resistances are weakened. If an enemy turns out to be resistant to your favorite weapon or magic spell, cursing him usually is a good idea as it lowers his resistances. To use, make the skill your active skill, and right-click.



Aura of Guarding — A bright, shimmering magical shield protects the caster from all forms of physical attacks. To use, make the skill your active skill, and right-click. Note that you can use this skill on creatures that are friendly to you by right-clicking on them.



Magical Might — Once cast, magical energies course through your muscles boosting your natural strength. To use, make the skill your active skill, and right-click. Note that you can use this skill on creatures that are friendly to you by right-clicking on them.



Spellshield — Once cast, a bright magical shield of absorbing energy protects the caster from magical attacks. To use, make the skill your active skill, and



right-click. Note that you can use this skill on creatures that are friendly to you by right-clicking on them.

Fade from Sight — A powerful and useful spell of invisibility that will leave your enemies bemused. To use, make the skill your active skill, and right-click.

Elemental Powers



Meteorstrike — Cast your will into the heavens and bring forth a meteor to strike at your opponent. To use, make the skill your active skill, and right-click on your enemy.



Lightning — Send forth a searing bolt of lightning to strike down your opponents. To use, make the skill your active skill, and right-click on your enemy.



Freeze — Bring your opponent to a complete halt and then eliminate them or make your escape. To use, make the skill your active skill, and right-click on your enemy.



Burning Wall — Once cast, you will leave a wall of energy behind you as you walk. Enemies that walk into the wall suffer lightning damage. To use, make the skill your active skill, and right-click.

Now start walking or running - you will notice a wall forming up behind you.



Elemental Bolt — Hurl a powerful bolt of elemental energy at your enemy. The bolt is attracted to the life energy within your opponents and tracks them until it strikes. To use, make the skill your active skill, and right-click on your enemy.



Poisonous Cloud — Envelop your victims in billowing clouds of poisonous fumes. To use, make the skill your active skill, and right-click where you want the cloud to be created.



Elemental Hail — Shower your enemies in a searing hail of elemental energy. To use, make the skill your active skill, and right-click anywhere in the world.



Elemental Strike — A cocktail of elemental damage is hurled towards your opponent who is poisoned, burned and electrocuted. All enemies that cross its path suffer damage. To use, make the skill your active skill, and right-click on your enemy.

Powers of Summoning



Summon Vermin — Brings forth a pack of rats to attack and harass your opponents. All enemies attacking the caster must focus on the rats. To use, make the skill your active skill, and right-click anywhere in the world.



Summon Skeleton — Calls on the long-buried dead to arise and fight at your side. To use, make the skill your active skill, and right-click anywhere in the world.



Life Leech — Drain the vitality force from your opponent and add it to your own reserves. To use, make the skill your active skill, and right-click on your enemy.



Master Summoner (Passive) — You have mastered the art of summoning and creatures you have called forth become more powerful.



Banish — Sends those you have summoned back to whence they came. To use, make the skill your active skill, and right-click on your enemy.



Resurrect — Grants you the godlike ability to bring the fallen back to life. To use, make the skill your active skill, and right-click on the body of a dead creature.



Transfer Powers (Passive) — Summoned creatures gain some of your innate passive abilities.



Summon Demonic Aide — Summons a knight of the demonic realm to help you in battle. To use, make the skill your active skill, and right-click anywhere in the world.



Keyboard Shortcuts:

SPACE:	Pause/Unpause the game
CTRL:	Target closest enemy to mouse cursor.
CTRL:	When dragging multiple objects from your inventory in the world and releasing the mouse cursor while holding CTRL pressed, split up the objects.
SHIFT:	When holding shift and moving the mouse cursor to the side of the screen, you can scroll away from your player character. Release shift to jump back to your player character.
ALT:	Show object boxes describing interesting objects in the environment
R:	Toggles auto-run mode on/off. When toggled on, a left mouse click causes your character to run towards the designated point instead of walking to it.
C:	Toggles combat mode on/off: draw your weapon (if you have none, show your fists) or put down your weapons
M:	Toggle mini map
I:	Open the inventory (back pack)
E:	Open the equipment plate
T:	Open the player statistics plate
CTRL+L:	Quick load
CTRL+S:	Quick save
L:	Open the "Load Game" screen
S:	Open the "Save Game" screen
ESC:	Back to main menu
Q:	Open the quest log (diary)
A:	Open the auto map (diary)
CTRL + F12:	Assign hotkeys (F1-F12)
CTRL + F11:	Create a screenshot in the "Captures" sub directory

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EXTERNAL STUDIOS

Intro
Ex Machina
(www.exmachina.fr)

**German and French
localizations**
Think'Z - Global Language
Solutions (www.thinkz.de)

**Additional German
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Thomas Lenzen

Voice recording
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Sound system
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Video Playback
Bink by Rad game tools.

Video Production
Hannes Bruneel

AGENCY

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(www.schanzgames.com)

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Josiane Goderis
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*

Our dedicated fans

*

All the people who came to our office
and tested *Divine Divinity*

*

All the great people maintaining a
Divine Divinity fan site

*

Every single person who gave us feedback on our
forum. We couldn't have done it without you !

*

De Meyer François
Flipts Inge
Guizot Philippe
Hugaert Eva
Houbourdin Fabienne
Meire Michèle
Misseghers Stéphane
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SUPPORT

Please write down all important configuration data of your computer and an exact description (when, how and where the error occurred and what exactly you were doing), before contacting our technical support. This guarantees that we can help you in a fast and efficient way.

Please provide us with the following information:

Personal details:

- E-mail address
- If you contact us from outside Germany, please provide us with information on your location and the language version of the program you are using.

Computer details:

- Computer make and model
- Windows version
- Speed and manufacturer of the processor
- Speed and manufacturer of the CD ROM drive
- Total System RAM
- Video card make and model
- Sound card make and model
- Mouse and driver information as well as information on any further peripherals (e.g. joysticks)

In order to get this information, please go to "Run" in your Windows-start-menu and type "dxdiag" in the command line, before confirming it by pressing the Enter-key. Now the DirectX diagnostic program will start. It mainly shows all the relevant driver files of your system components. In order to receive a text file of this information, simply click the button "Save All Information". You can then place a text file with all the relevant data on your hard drive in order to send it via e-mail or keep it for future reference.

Contacts:

24 hours via e-mail at: **support@divinedivinity.com**

Please do not address support requests to our company address or phone number as there we cannot answer any technical questions.

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